

Educational Games Market Expecting Huge Demand in Upcoming Years | IBM, Cisco Systems, DIGINEXT

The Educational Games market size is estimated to reach by USD 24.5 Billion at a CAGR of 23.4% by 2030. The Current market value is pegged at USD 5.5 Billion.

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EINPresswire.com/ -- According to HTF Market Intelligence, the [Global Educational Games market](#) to witness a CAGR of 23.4% during the forecast period (2024-2030). The Latest Released Educational Games Market Research assesses the future growth potential of the Educational Games market and provides information and useful statistics on market structure and size.



Educational Games Market

This report aims to provide market intelligence and strategic insights to help decision-makers make sound investment decisions and identify potential gaps and growth opportunities.

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Stay up to date with Educational Games Market research offered by HTF MI. Check how key trends and emerging drivers are shaping this industry's growth.”

Nidhi Bhawsar

Additionally, the report identifies and analyses the changing dynamics and emerging trends along with the key drivers, challenges, opportunities and constraints in the Educational Games market. The Educational Games market size is estimated to reach by USD 24.5 Billion at a CAGR of 23.4% by 2030. The report includes historic market data from 2019 to 2023. The Current market value is pegged at USD 5.5 Billion.

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The Major Players Covered in this Report: Breakaway Ltd. (United Kingdom), Designing Digitally Inc. (United States), DIGINEXT (France), IBM Corporation (United States), Learning Nexus Ltd (United Kingdom), Nintendo Co. Ltd. (Japan), Promotion Software GmbH (Germany), Revelian (Australia), Tata Interactive Systems (India), Cisco Systems Inc (United States). Additionally, other players that are part of this detailed analysis are CCS Digital Education (United Kingdom), Grendel Games (United Kingdom), Others

Definition:

The educational games market refers to games designed for educational purposes, aimed at enhancing learning outcomes through interactive and engaging gameplay. These games can cover a wide range of subjects like math, science, language, history, and critical thinking skills. They are used by schools, educators, parents, and individual learners to supplement traditional educational methods. Educational games are available on multiple platforms, including mobile devices, PCs, and consoles.

Market Trends:

- Schools and educational institutions are increasingly integrating game-based learning strategies to make education more interactive and engaging.
- The rise in smartphone and tablet usage is driving the growth of mobile-based educational games, offering easy accessibility and personalized learning.
- Virtual reality (VR) and augmented reality (AR) are being increasingly used to create immersive learning experiences, especially in subjects like science and history.

Market Drivers:

- Improved access to smartphones, tablets, and internet connectivity has driven the widespread adoption of digital educational tools, including games.
- There is growing recognition of the benefits of interactive and experiential learning, driving demand for educational games.
- The global pandemic accelerated the shift toward digital and remote learning, boosting the market for educational games.

Market Opportunities:

- With the rise in online education, especially post-pandemic, educational games offer opportunities for both formal and informal learning outside the traditional classroom.
- Educational games that align with school curricula offer opportunities for increased adoption by educational institutions as supplemental tools.
- There is a high demand for educational games that help learners master new languages, particularly English as a second language (ESL).

Market Challenges:

- There is no universal standard for evaluating the quality and effectiveness of educational games, leading to inconsistencies in the educational value they offer.
- There is growing concern among parents and educators about the negative impact of

excessive screen time on children's physical and mental health, which may limit the use of educational games.

- The lack of access to digital devices and reliable internet connectivity in some regions can hinder market growth.

Market Restraints:

- Unequal access to technology, especially in rural and underserved regions, limits the market potential for educational games.
- The abundance of games in the market can make it difficult for consumers to find high-quality educational products that deliver measurable learning outcomes.
- Some traditional educators and parents are skeptical about the effectiveness of educational games compared to conventional teaching methods.

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The titled segments and sub-sections of the market are illuminated below:

In-depth analysis of Educational Games market segments by Types: Enterprises, Consumers

Detailed analysis of Educational Games market segments by Applications: Simulation Training, Advertising & Marketing, Research and Planning, Human Resources, Others

Major Key Players of the Market: Breakaway Ltd. (United Kingdom), Designing Digitally Inc. (United States), DIGINEXT (France), IBM Corporation (United States), Learning Nexus Ltd (United Kingdom), Nintendo Co. Ltd. (Japan), Promotion Software GmbH (Germany), Revelian (Australia), Tata Interactive Systems (India), Cisco Systems Inc (United States). Additionally, other players that are part of this detailed analysis are CCS Digital Education (United Kingdom), Grendel Games (United Kingdom), Others

Geographically, the detailed analysis of consumption, revenue, market share, and growth rate of the following regions:

- The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.)
- North America (United States, Mexico & Canada)
- South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.)
- Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy, France, etc.)
- Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

Objectives of the Report:

- To carefully analyse and forecast the size of the Educational Games market by value and volume.
- To estimate the market shares of major segments of the Educational Games market.

- To showcase the development of the Educational Games market in different parts of the world.
- To analyse and study micro-markets in terms of their contributions to the Educational Games market, their prospects, and individual growth trends.
- To offer precise and useful details about factors affecting the growth of the Educational Games market.
- To provide a meticulous assessment of crucial business strategies used by leading companies operating in the Educational Games market, which include research and development, collaborations, agreements, partnerships, acquisitions, mergers, new developments, and product launches.

Global Educational Games Market Breakdown by Application (Simulation Training, Advertising & Marketing, Research and Planning, Human Resources, Others) by User Type (Enterprises, Consumers) and by Geography (North America, South America, Europe, Asia Pacific, MEA)

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Key takeaways from the Educational Games market report:

- Detailed consideration of Educational Games market-particular drivers, Trends, constraints, Restraints, Opportunities, and major micro markets.
- Comprehensive valuation of all prospects and threats in the
- In-depth study of industry strategies for growth of the Educational Games market-leading players.
- Educational Games market latest innovations and major procedures.
- Favourable dip inside Vigorous high-tech and market latest trends remarkable the Market.
- Conclusive study about the growth conspiracy of Educational Games market for forthcoming years.

Major questions answered:

- What are influencing factors driving the demand for Educational Games near future?
- What is the impact analysis of various factors in the Global Educational Games market growth?
- What are the recent trends in the regional market and how successful they are?
- How feasible is Educational Games market for long-term investment?

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Major highlights from Table of Contents:

Educational Games Market Study Coverage:

- It includes major manufacturers, emerging player's growth story, and major business segments of Global Educational Games Market Opportunities & Growth Trend to 2030 market, years

considered, and research objectives. Additionally, segmentation on the basis of the type of product, application, and technology.

- Global Educational Games Market Opportunities & Growth Trend to 2030 Market Executive Summary: It gives a summary of overall studies, growth rate, available market, competitive landscape, market drivers, trends, and issues, and macroscopic indicators.

- Educational Games Market Production by Region Educational Games Market Profile of Manufacturers-players are studied on the basis of SWOT, their products, production, value, financials, and other vital factors.

Key Points Covered in Educational Games Market Report:

- Educational Games Overview, Definition and Classification Market drivers and barriers

- Educational Games Market Competition by Manufacturers

- Educational Games Capacity, Production, Revenue (Value) by Region (2024-2030)

- Educational Games Supply (Production), Consumption, Export, Import by Region (2024-2030)

- Educational Games Production, Revenue (Value), Price Trend by Type {Enterprises, Consumers}

- Educational Games Market Analysis by Application {Simulation Training, Advertising & Marketing, Research and Planning, Human Resources, Others}

- Educational Games Manufacturers Profiles/Analysis Educational Games Manufacturing Cost Analysis, Industrial/Supply Chain Analysis, Sourcing Strategy and Downstream Buyers, Marketing

- Strategy by Key Manufacturers/Players, Connected Distributors/Traders Standardization, Regulatory and collaborative initiatives, Industry road map and value chain Market Effect Factors Analysis.

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About Author:

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Nidhi Bhawsar

HTF Market Intelligence Consulting Private Limited

+ 1 507-556-2445

info@htfmarketintelligence.com

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